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	Robert Szewczyk , Andras Ferencz , Henry Andrews , Brian C. Smith Proceedings of the fifth ACM international conference on Multimedia November 1997
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<b>2</b>	A framework for geometric warps and deformations	93%
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	Tim Milliron , Robert J. Jensen , Ronen Barzel , Adam Finkelstein ACM Transactions on Graphics (TOG) January 2002 Volume 21 Issue 1
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We present a framework for geometric warps and deformations. The framework provides a conceptual and mathematical foundation for analyzing known warps and for developing new warps, and serves as a common base for many warps and deformations. Our framework is composed of two components: a generic modular algorithm for warps and deformations; and a concise, geometrically meaningful formula that describes how warps are evaluated. Together, these two elements comprise a complete framework useful for ...

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<b>3</b>	Three-dimensional distance field metamorphosis	87%
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	Daniel Cohen-Or , Amira Solomovic , David Levin ACM Transactions on Graphics (TOG) April 1998 Volume 17 Issue 2
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Given two or more objects of general topology, intermediate objects are constructed by a distance field metamorphosis. In the presented